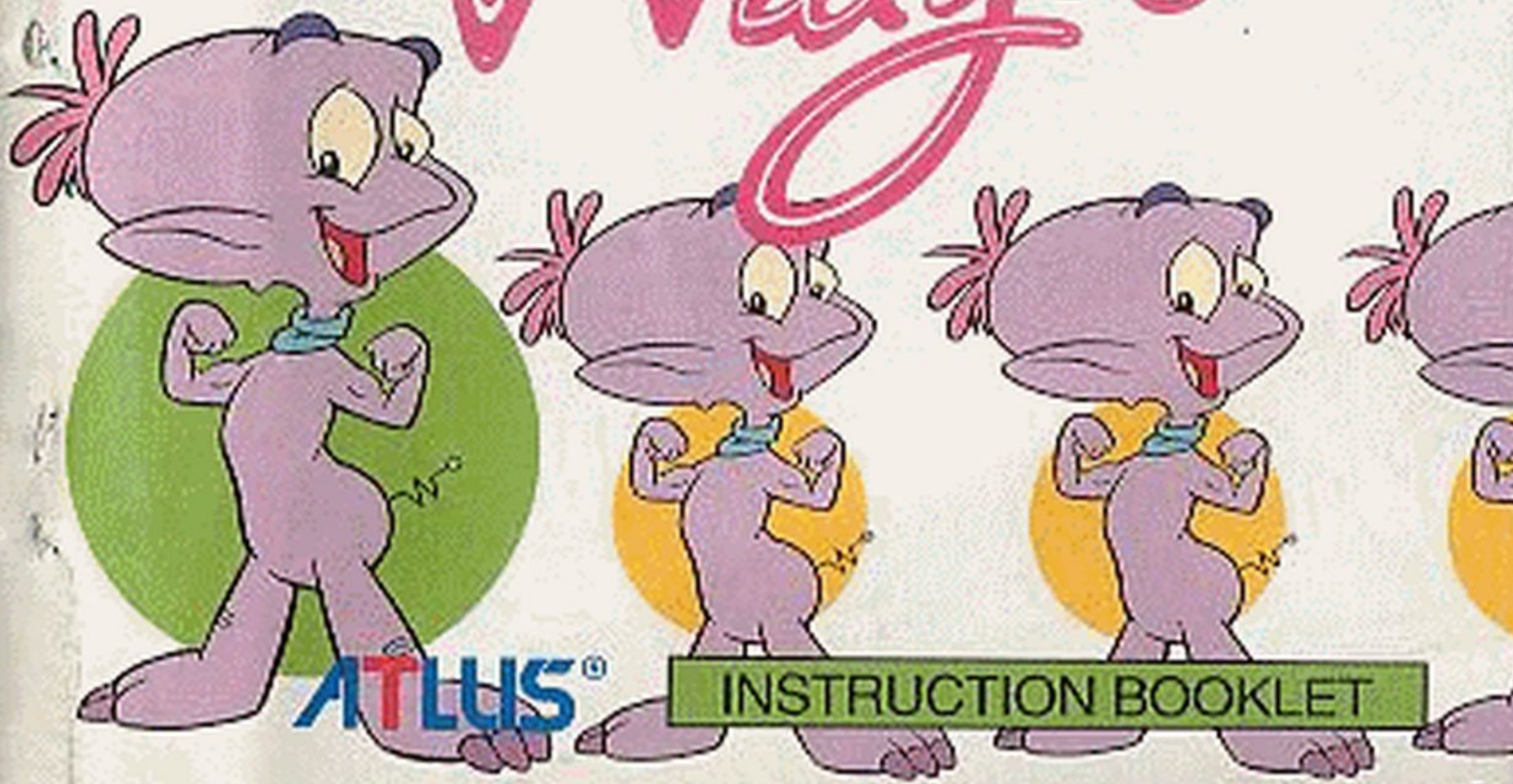
NES-WT-USA

Widget™



ATLUS®

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

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Nintendo

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PRECAUTIONS

1. Always make sure the control deck has been switched off before inserting or removing your Game Pak.
2. Do not abuse the Game Pak by dropping, hitting, or opening.
3. The Game Pak should not be subjected to extreme temperatures or shock. Store at room temperature.
4. Never touch the terminal pins or any of the electric circuitry and avoid getting the Game Pak wet.
5. Cleaning Game Pak with thinner, solvent, benzene, alcohol, or other cleaning agents may be damaging.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and this video game. Your projection television screen may be permanently damaged if video games or programs are played on it. Similar damage may occur if you place a video game or program from your personal computer on your television set. This video game, neither ATLUS Software Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game. Other fixed or repeated images may cause permanent shadowing unavoidable with some television sets. Please consult your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Persons who have not had any previous seizures may nonetheless have undetected epileptic condition. Consult your physician before playing a video game if you have an epileptic condition. Stop playing and consult your physician if you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness, disorientation, any involuntary movement or convulsion.

THANK YOU

for choosing the WIDGET™ Game Pak from ATLUS®. Please read this booklet thoroughly to ensure proper handling of the game. Keep it handy for your future reference.

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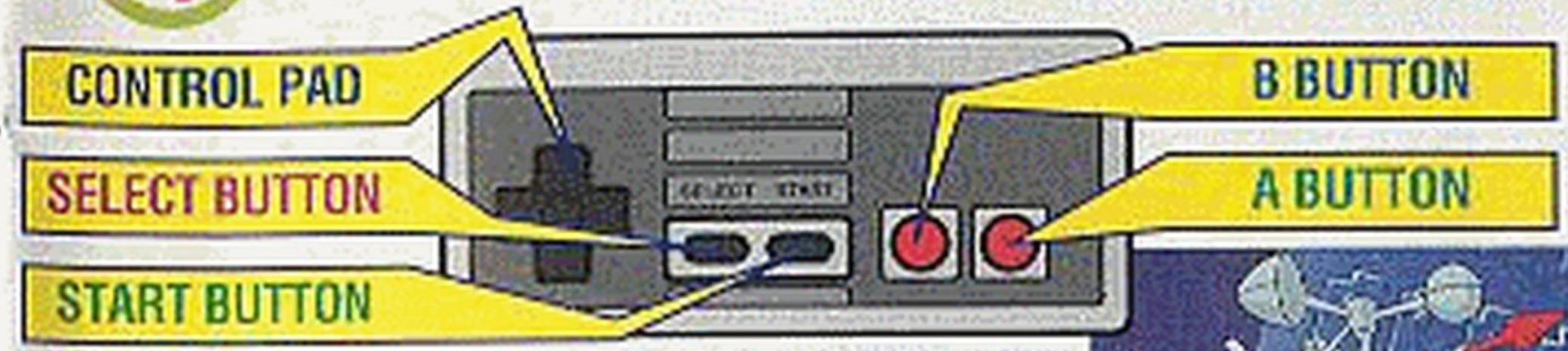
STORY!

On the Purple Planet, far from Earth, lives Widget. He is training to become a 1st Class World Watcher. The Watchers are dedicated to protecting the safety and peace of all living creatures on Earth. One day, Widget accidentally launches himself in a ship headed for Earth. Once he lands, he and his Mega Brain unit will be fighting many nasty, dangerous enemies.

HOW TO PLAY



CONTROL PAD — Use the Control Pad to move Widget in all directions. When you press the Control Pad down, Widget will go into a crouch for as long as you hold the button.

SELECT BUTTON — You will push the Select Button to enter the Transformation Screen.

START BUTTON — Press the Start Button to begin the game or to pause during game play.

B BUTTON — Hit the B Button to make Widget shoot his weapon. Push the B Button and up on the Control Pad to fire at an angle. Widget can use a weapon while jumping.

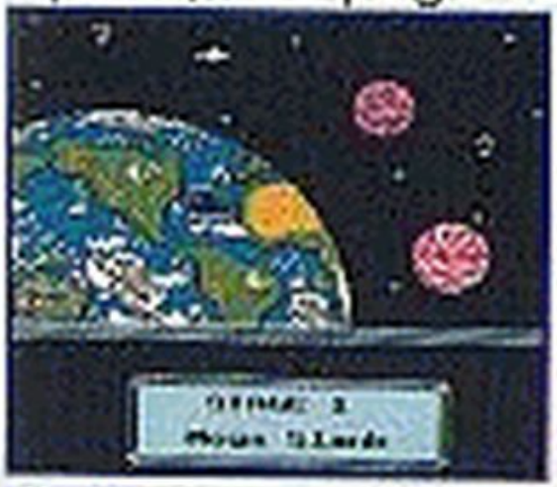
A BUTTON — When you push the A Button, Widget jumps. To have him take a long jump, press and hold down the A Button.

BEGINNING

Insert the Game Pak and turn on your Nintendo Entertainment System. After you make the appropriate selections in the Title Screen and the Stage Select Screen, your wild adventures with Widget will begin!

TITLE SCREEN

On the Title Screen, you can choose either Start or Password. Push the Select Button to move the cursor to the option you want, then press the Start Button. For more information about the Password option, see page 12.



STAGE SELECT SCREEN

You and Widget will be fighting enemies in five stages. First you must play in Stage 1. Once you've completed that, you can enter Stages 2, 3, and 4 in any order. Only after passing those stages can you begin Stage 5.

GAME PLAY SCREEN

The picture below shows the Game Play Screen. Useful information about Widget's condition and the game status will be shown at the bottom of this screen. Keep an eye on the various meters so Widget does not get into trouble or run out of time.

LIFE METER

The red meter is Widget's life. It decreases when he is injured. The purple meter shows Widget's Magic Points.

SCORE

Your score increases as the Widget defeats enemies and collects items.

CLOCK

You must complete a stage before the clock reaches 000, or you lose one life.

FIRE POWER

The meter here is Widget's fire Power.

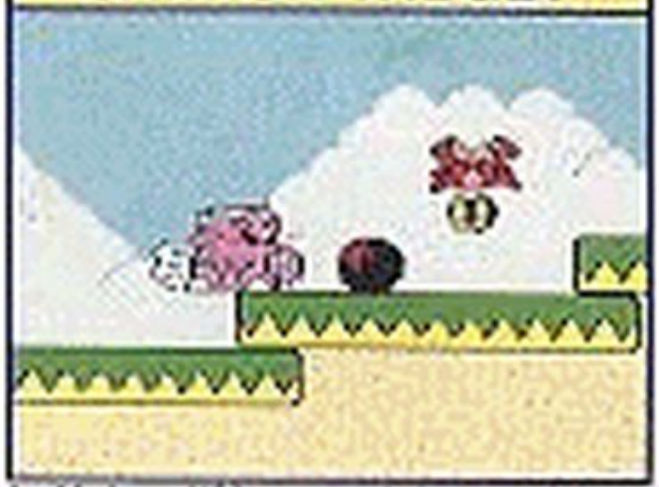
LIVES

The number shown here is how many lives Widget has left.

TRANSFORMATION

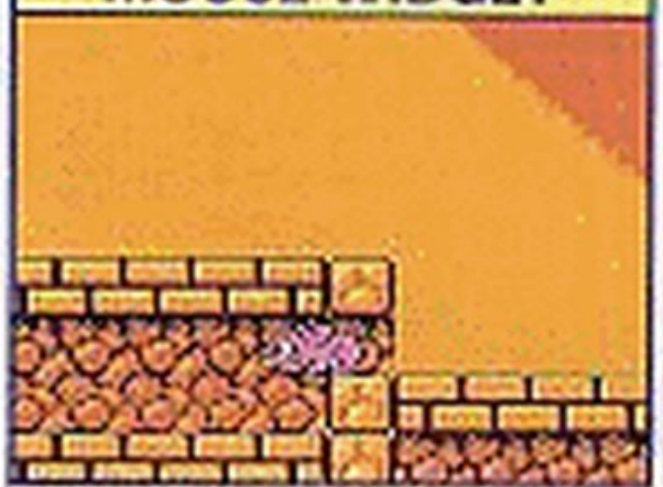
During game play, push the Select Button to enter the Transformation Screen. Once there, use the Control Pad to move the indicator to the option of your choice, then push the A Button. To return Widget to his normal shape you must push the B Button.

CANNON WIDGET



In this form, Widget can only jump straight up. However, he has great fire power as a cannon.

MOUSE WIDGET



Tiny Mouse Widget is hard to hit and can fit into narrow passages. Push B while he is moving and he runs fast.

ROCK MAN WIDGET

Rock giant Widget can swallow certain blocks that are in his way. Remember that he only moves slowly.

BIRD MAN WIDGET

With wings, Widget can fly over dangerous areas. He can also spit balls of fire when you push B.

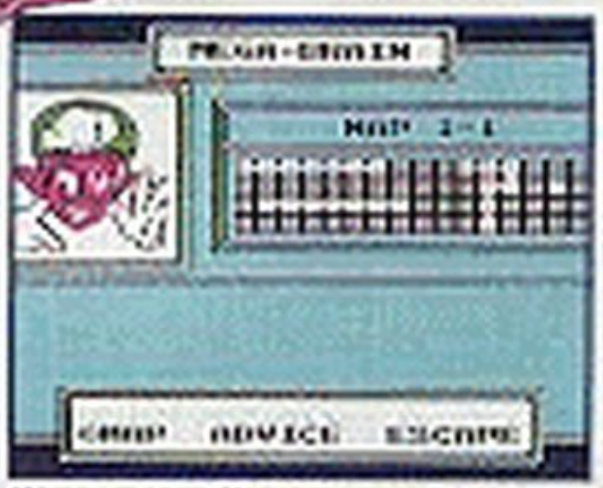
DOLPHIN WIDGET

In his normal form Widget cannot enter water, but as Dolphin he can swim and spit balls when you push B.

MEGA BRAIN

You can use the Mega Brain without losing Magic Points. Select the Mega Brain on the Transformation Screen. Three options will be offered: Map, Advice, Escape. Use the Control Pad to place the indicator next to what you want and push A. Each of these options help you and Widget.

When you do not know what to do next, ask Mega Brain for advice.



If you get lost, Mega Brain will show you a map of the stage.

ITEMS

You can find useful items in the stages as you explore. They will also appear when you defeat an enemy. Try to collect each item you find. As the going gets tougher, Widget will need all the help he can get!

HEARTS

The small heart returns two points to the Life Meter; the large heart adds four points.

CIRCLES

Widget recovers two Magic Points with the small circle and four with the large one.

WEAPON POWER

The gun gives Widget more powerful shots. The star increases the firing speed of his weapon.

STARS

If Widget finds the red star, the capacity of his Life meter is increased by two points. When Widget gets the purple star, the capacity of his Magic Points meter increases.

OTHER ITEMS

If you collect it, the little Widget face will give Widget one more Life. Other items, like the Dollar Sign, add different kinds of points to your game depending on their size.

SHOT LEVELS

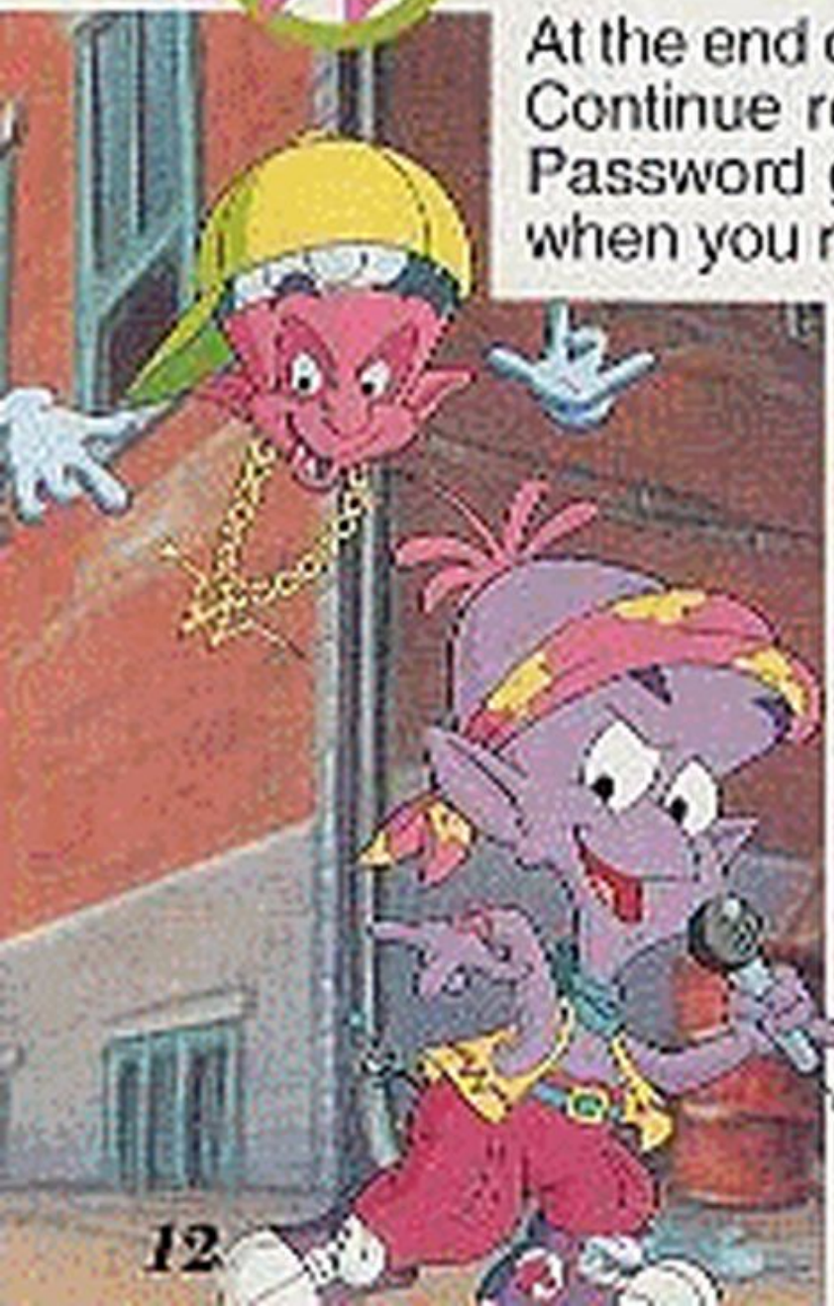
Find Green Stars to move Widget up to higher shot levels. His shots will then be much faster.

ATTACK STRENGTH

Widget's shots get more powerful when you collect the Gun and you can defeat stronger enemies.

CONTINUE

At the end of a game you can Continue or get a Password. Continue returns you to the game where you last were. Password gives you a six-digit number you can use later when you return to the game.



If the game is over and you want to keep playing, choose Continue. If you want to come back to the same place later, choose Password.

Select Password on the Title Screen and this screen appears. Here you will enter the Password you got from an earlier game.

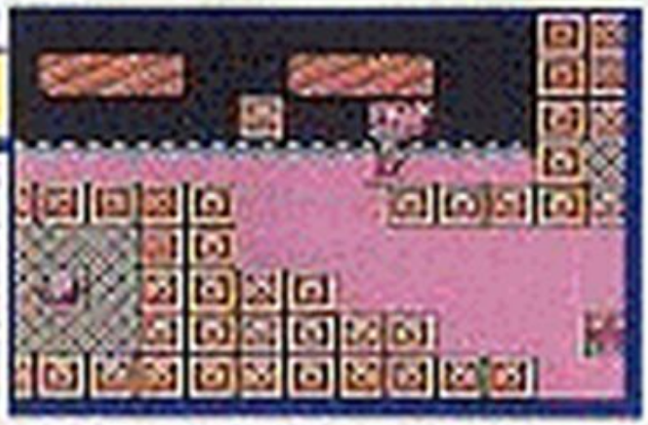
GAME HINTS

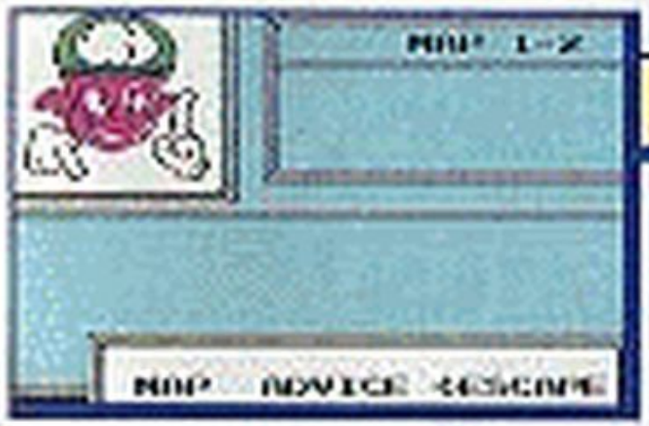
FAKE WALLS

Even though all of the walls look alike, Widget can walk through some of them. Check as you go for secret openings.

TRANSFORM

You will meet many obstacles that Widget cannot pass in his nomal form. Transform into the proper Widget and continue.





ESCAPE

When Widget cannot go on or transform, use the Mega Brain to Escape to a stage where you can get the item or Widget you need.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

* Reorient the receiving antenna.
* Relocate the NES with respect to the receiver.
* Move the NES away from the receiver.
* Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following document prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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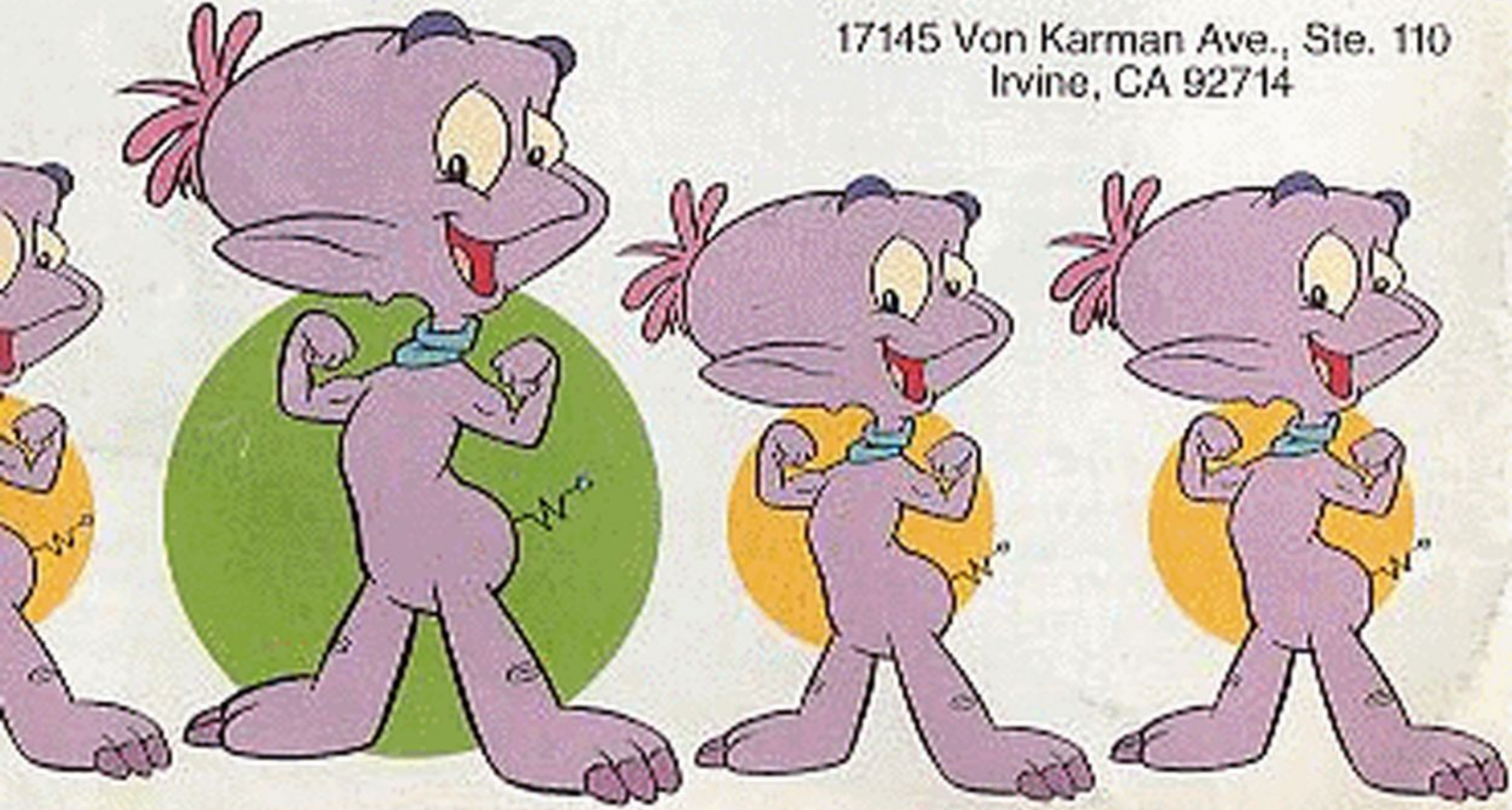
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